

PING PONG™

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press the fire to make your selection.

A score of ten points is awarded each time a player manages to hit the ball. 500 points are awarded for a successful, point-winning smash.

At the end of each level, 1000 points are awarded for each point of the winning margin, as a bonus.

If a player's score is large enough he will be given the opportunity to enter his name in the high score table at the end of his game.

Hints and Tips

When To Use Each Shot Type

Smash – This is a superfast shot used to return 'floaters'. Floaters will make a distinctive sound.

Drive – This is a fast shot normally used to return the ball.

Cut – This is a slow shot which can be used to interfere with your opponent's timing.

Forehand or Backhand – Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.

The direction in which the ball is returned depends on the timing with which you hit it back.

Ping Pong Terminology

In – The serve or return is good.

Out – The serve or return is bad.

Net – A served ball hits the net and is OUT.

Duce – A tie score at 10 and above.

Love All – Score is 0-0 at the start of the match.

This software tape has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it direct to:

**Mr. Yates, Imagine Software (1984) Limited, 6
Central Street, Manchester M2 5NS.**

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the tape will be returned immediately to you, at no charge.

**PLEASE NOTE THAT THIS DOES NOT AFFECT
YOUR STATUTORY RIGHTS.**

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Produced by D. C. Ward.



PING PONG™

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The Game

Ping Pong is a realistic simulation of table tennis for one player. The screen displays a three dimensional view from above a ping pong table with the players depicted as bats. The game can be played at five different skill levels against the computer.

Loading

Cassette

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the

RUN/STOP key simultaneously. The screen message should appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions.

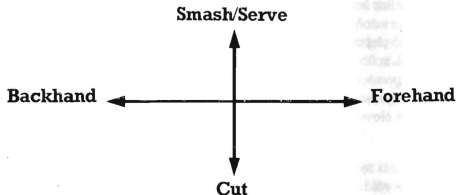
Disc

Insert joystick plug into port 2 of your Commodore 64. Turn on the disc drive then turn on the computer. Insert the game disc into the drive with the label facing upwards. Type: LOAD"*",8,1,(return). The introductory screen will appear and the program will then load automatically.

Controls

The game is controlled by joystick in Port 1 or Port 2.

Joystick



Drive Press fire button.

Serving

Toss up the ball for the serve by using the serve control.

Move the joystick left or right to select either forehand or backhand respectively. Use cut or drive to hit the ball.

Playing

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.

The service changes after every five points scored, however if a tie score of 10-10 is reached the service changes after every point from then on.

In a game is the player wins then a new game is started on the next highest difficulty level.

Status and Scoring

Entering your name on the High Score Table

Select the desired letter by moving left or right and